



Screen pictures shown
may be different machine
versions of game

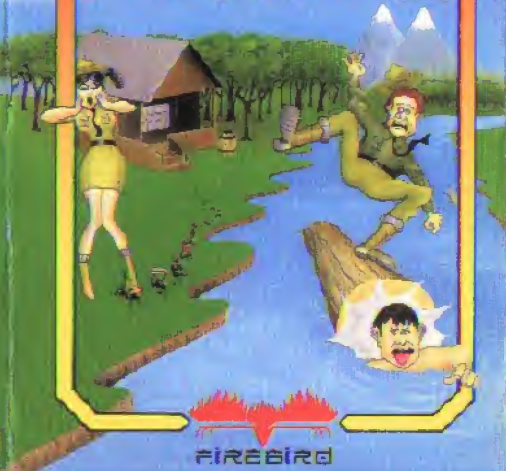


CBM
64/128

SILVER
199
RANGE

COMMODORE 64/128

PARK
PATROL



FIREBIRD



199 Silver range*

CBM 64/128

Booty
Cylu
Seabase Delta
Raging Beast
Thrust
Caverns of Eriban
Freak Factory
Ninja Master
Harvey Headbanger
The Happiest Days
of Your Life
Warhawk
Galaxibirds
Spiky Harold
Mad Nurse
GoGo the Ghost
Twinky Goes Hiking
Collapse
Microrhythm
The Prince
Thrust II
Chicken Chase
Park Patrol

CBM 16

Runner
Shark
Netrun 2000
Fury
Goldrush
Into the Deep
Booty
Torpedo Alley
Spiky Harold
Harvey Headbanger

Atari

800/800XL/130XE
Warhawk
Thrust
Collapse
Ninja Master
Caverns of Eriban

Spectrum

Booty
Shorts Fuse
Cylu
Spiky Harold
Seabase Delta
The Wild Bunch
Helicopter
Ninja Master
Buccaneer
Rebelstar
Thrust
The Happiest Days
of Your Life
Kings Keep
Gyron Arena
Bomb scare
Kai Temple
Spike
Star Firebirds
Olli and Lissa
Harvey Headbanger
Gunstar
Chicken Chase
Megabucks
Thrust II

Amstrad

Spiky Harold
Thrust
Harvey Headbanger
Ninja Master
Collapse
Bomb scare
Wild Bunch
Booty
Shorts Fuse
Seabase Delta
Star Firebirds
Cylu
Helicopter
Rebelstar
Chicken Chase

* Correct at time of printing

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PARK PATROL

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THE GAME

There is trouble down at Papatoetoe Park, the old keeper Percy Nuttling has had a nervous breakdown and the place has gone to the dogs! You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park. As Park Ranger you will be equipped with a raft, snake repellent, and a few morsels of nourishment. Your task is to clear the litter up, watch for swimmers in distress and keep the park wildlife in line. Papatoetoe Park though, is no place for whimps and is full of hazards such as swamps, snakes and swimmers who will sink your raft, river logs and food stealing ants! Lastly, rangers may savour the fruit of a mysterious plant, located near the supply hut, and experience its strange effects. Keep your calories up and move on out!

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Park Patrol can be played with a joystick connected to Port 1 of your Commodore.

Press F5 to display the menu, any changes can be made by the use of Joystick/fire button. On land, press FIRE to hop over objects. Move over litter to pick up, while swimmers can be saved by sailing into them. Walk into ants or kick them from behind to retrieve stolen food. The bottom of the screen indicates amount of litter, and level of calories which can be revitalised in the supply hut or from stolen ant food. A flashing 'Help' indicates a swimmer in distress.

SCORING

100 points for each piece of rubbish collected.
Bonus points for remaining energy and supply calories.
A bonus ranger every 20000 points.
5000 points and 1000 calories per rescued swimmer.
5000 points for successfully dancing on a log.
200 points for sailing over a turtle.

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